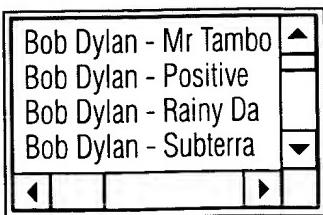


100

FIG. 1

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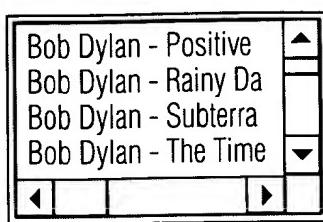
200



210

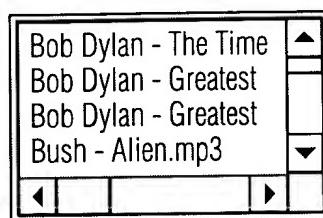
USER STARTS AT SOME POINT IN THE LIST

220



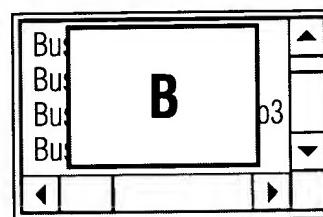
SCROLLING STARTS OFF SLOW (ONE LINE PER SECOND)

230



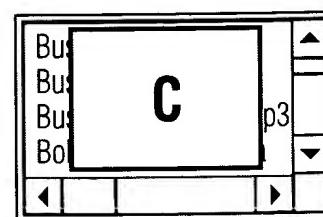
BUT SOON SPEEDS, SO IT IS DIFFICULT TO READ THE ENTRIES AS THEY PASS BY

240



LARGER "HELPER" LETTER REPLACES LIST

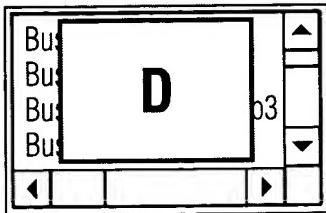
241



THIS NOW INCREMENTS AT A RATE OF APPROXIMATELY 1/SECOND...

FIG. 2A

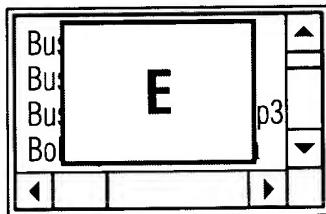
200



242

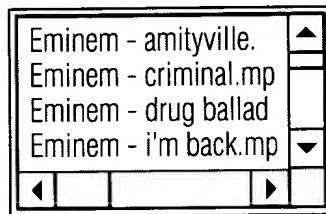
AS LONG AS THE USER HOLDS DOWN THE SCROLL BUTTON

243



WHEN THE USER REACHES THE VICINITY OF INTEREST THEY RELEASE THE SCROLL BUTTON

244



THE LIST OF ENTRIES RETURNS TO THE SCREEN

FIG. 2B

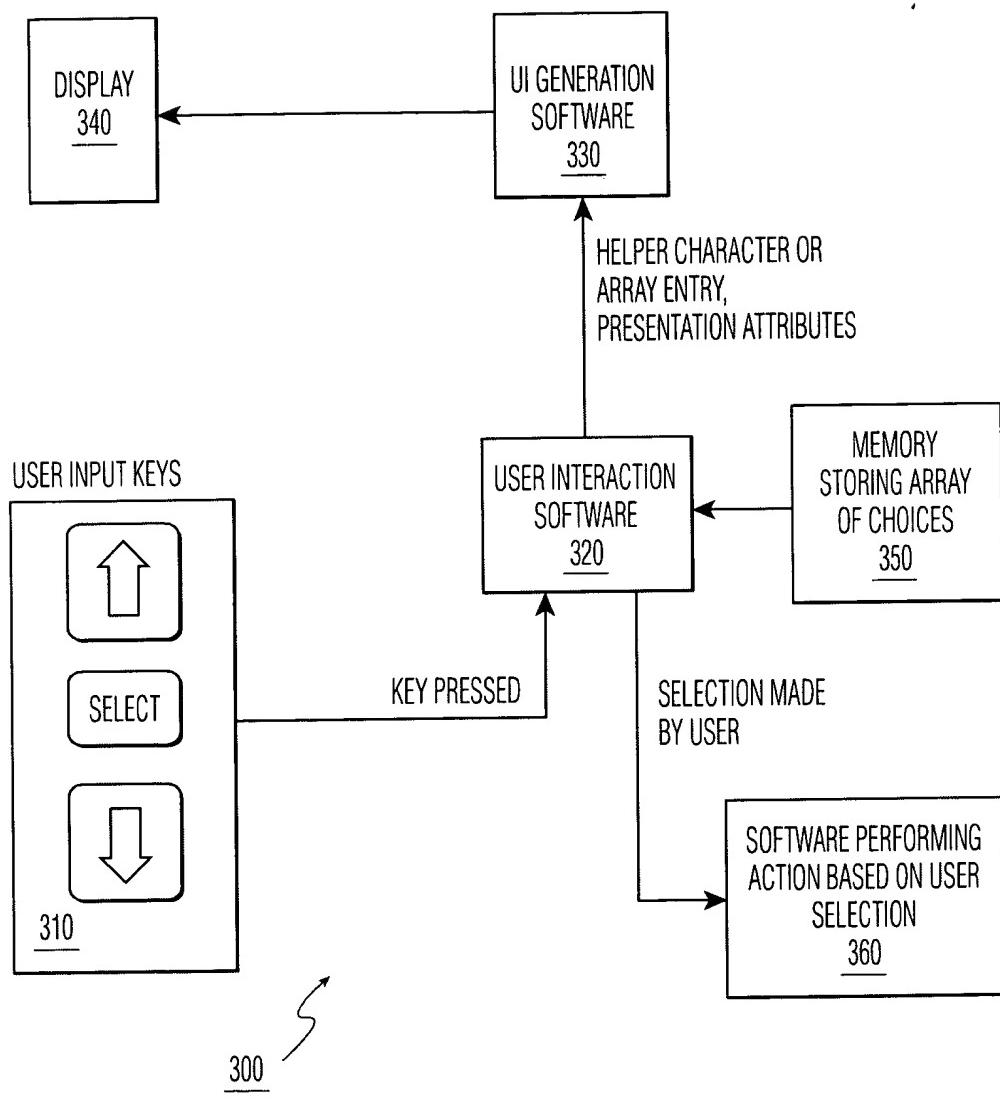


FIG. 3

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*** Pseudo C Code ***

```
if (ScrollButtonPressed)
{
    if (ButtonPressed == BUTTON_UP) 400
    {
        DirectionOfScroll = SCROLL_UP;
    }
    else
    {
        DirectionOfScroll = SCROLL_DOWN;
    }
    if (ButtonPressDuration < T1)
    {
        ScrollStyle = SLOW;
    }
    else if (ButtonPressDuration >= T1)
    {
        ScrollStyle = FAST;
    }
    else if (ButtonPressDuration >= T2)
    {
        ScrollStyle = HELPER;
    }
}
else // Scroll Button Not Pressed
{
    ScrollStyle = NONE;
}
if (ScrollStyle == SLOW)
{
    wait(SlowScrollDelayLength);
    MovePointerInArray(DirectionOfScroll);
    DisplayNewArrayEntry;
}
if (ScrollStyle == FAST)
{
    wait(FastScrollDelayLength);
    MovePointerInArray(DirectionOfScroll); 420
    DisplayNewArrayEntry;
}
if (ScrollStyle == HELPER)
{
    wait(HelperScrollDelayLength);
    ChangeHelperCharacter(DirectionOfScroll); 430
    DisplayNewHelperCharacter;
}
*** Pseudo C Code End *** 410
```

FIG. 4